

ABSTRACT

A board game in which two opposing playing pieces battle each other using various weapons and cards to enhance a player's chance of winning the battle. The players determine which weapons to place or stack with each of their own playing

5 pieces. In each turn or battle, an attacking playing piece can play weapons or cards against an opposing playing piece until one of the playing pieces loses the battle or until the attacking playing piece no longer desires to play weapons or can no longer move. The playing piece that loses the battle is eliminated and removed from the playing surface, but its unused weapons remain on the playing surface. An opposing

10 playing piece or another playing piece on the same team as the eliminated playing piece can then attempt to retrieve and use the weapons of the eliminated playing piece.